# MICROVISION™

BY MILTON BRADLEY

MB ELECTRONICS
MILTON BRADLEY®

GAME BOOKLET

# COSMIC HUNTER™

**For 1 or more players**
**8 to Adult**

Cosmic Hunter is a unique hunt and capture game that invites you on a space safari to stalk dangerous alien creatures. If you're clever and quick enough, you'll hunt down, fire at and capture lots of prey. Avoid barriers that appear on the screen and unseen hidden traps. . .they can slow you down as you attack or they can get in the way as you're making a get-away (that's right....your hunter must also go on the run for if you get too close to your prey, the creature will turn and attack you). You begin the game with five hunters. Every time a creature attacks you and captures you, you'll lose a hunter. Every time your hunter captures a creature, you'll score a point. Capture as many creatures as you can before you lose your five hunters. Try for the highest score.

## OBJECT:

Capture as many creatures as you can to score the highest.

## HOW TO PLAY THE GAME:

1. Turn ON/OFF switch to "ON" position. A "1" appears on the screen to the right of the Skill Level label.
2. Select the SKILL LEVEL you wish to play by pressing the SKILL/SCORE button. Choose either "1" for Skill Level 1 or "2" for Skill Level 2.

**SKILL LEVEL 1** is the easier of the two levels to play. It features four hidden traps (unseen on the screen) that your hunter must avoid. In Skill Level 1, the speed of movement of your hunters and prey is set at a challenging pace but it is much slower than Skill Level 2.

**SKILL LEVEL 2** is the more difficult of the two levels to play. It features eight hidden traps (unseen on the screen) to be avoided. In Skill Level 2, the speed of movement of your hunters and prey is quite fast, much more rapid than Skill Level 1. Your firing must be accurate and extra speedy!

3. To start the game action, press the "star" on the console. The following objects will appear on the screen. . .

**YOUR HUNTER. . .**one of your hunters will appear on the screen as a blinking, black square. It will be stationary. You are given a supply of five hunters at the beginning of the game. Only one will appear on the screen at one time.

**THE ALIEN CREATURE. . .**the prey you are stalking appears on the screen as a single, black square moving rapidly up, down, and sideways.

**THE 22 BARRIERS. . .**all the other single, nonblinking, and stationary black squares that appear on the screen are barriers. Barriers can get in your way when you are attacking a creature and when you're escaping from a creature, so be careful of them. After you capture a creature and it is removed from the screen, one of the barriers will come to life and become the new creature that you must stalk. **IMPORTANT**–if you're a good shot and keep on capturing these barrier-creatures, you could clear the screen of barriers. If this happens, the game will continue and a whole new series of 22 barriers will appear on the screen.

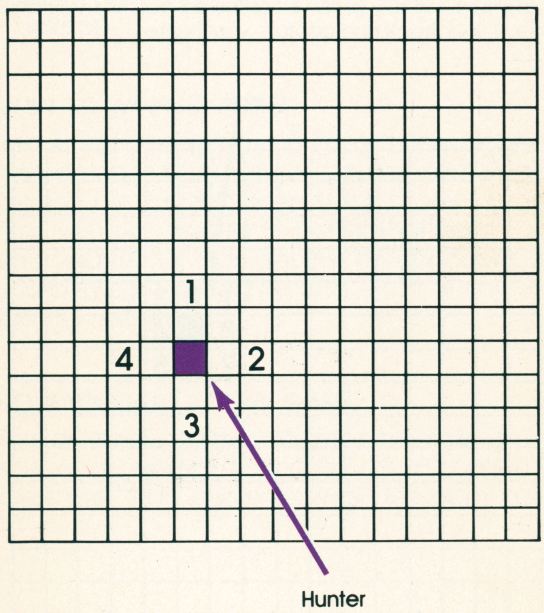
**THE HIDDEN TRAPS. . .** there are several invisible areas on the screen that your hunter can fall into. When this happens, a distinctive beep will sound and your hunter is trapped there for a limited amount of time. This could be dangerous if the creature is nearby and ready to attack. The creature can also fall into a trap. If this happens a slightly different beep will sound.

4. **THE FOUR DIRECTION ARROWS:** Press the direction buttons to move your hunter up, down, and sideways on the screen to stalk and capture the alien creatures. Press the ↑ arrow button to move your hunter one square up on the screen; press the ↓ arrow button to move your hunter one square down on the screen; press the → arrow button to move your hunter one square to the right on the screen; press the ← arrow button to move your hunter one square to the left on the screen.

5. **FIRE BUTTONS:** If you move your hunter in range of the creature, press either FIRE button to capture your prey. Your hunter must be EXACTLY TWO SQUARES away from the creature in a horizontal or vertical position (NOT DIAGONAL) to capture the creature. If you are less than two squares away or more than two squares away and you fire, you'll miss your prey and it will escape or attack you. There is no limit to the number of times you may fire. **IMPORTANT:** You cannot attack the creature diagonally, however, the creature can attack you diagonally, so watch out!

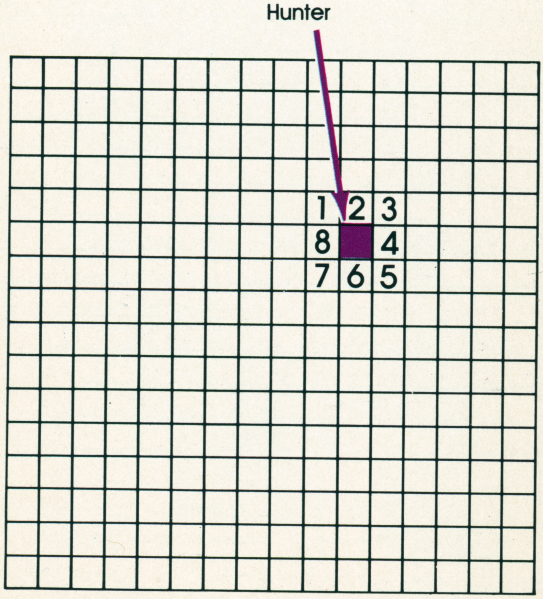
6. **A CAPTURE:** When your hunter is two squares away from a creature in a horizontal or vertical (not diagonal) position, press either FIRE button very quickly and you'll capture a creature. See Figure 1., for hunter's capturing position. If you're too slow, your prey can attack you or flee. When you capture a creature, you'll hear a distinctive sound. . .the creature will disappear from the screen and almost immediately, one of the barriers will come alive and become the new creature you must stalk. When you capture a creature, your hunter stays in the same position on the screen.

**FIGURE 1.**
If the creature is in any of the 4 numbered positions surrounding a hunter, press FIRE button and capture creature.



7. **ATTACKING CREATURE:** When you move your hunter in close to a creature, it is possible that the creature will attack you before you can attack it. **PLEASE NOTE:** the creature can **only** capture your hunter if the creature is ONE SQUARE away from your hunter in a vertical, horizontal, or diagonal position. See Figure 2., for creature's attacking position. If the creature captures you, you'll hear another distinctive sound. . .your hunter disappears from the screen; another hunter immediately reappears on the screen in a new position and you are minus one hunter from your original five hunters. The creature that attacked you stays alive on the screen in its same position. **REMEMBER:** You cannot attack diagonally, but the creature can.

**FIGURE 2.**
If the creature is in any of the 8 numbered positions surrounding a hunter, it will attack and capture your hunter.



8. **SCORE BUTTON:** Any time during the game, you may check to see the number of hunters you have left and the number of creatures you have captured. Do this by pressing the SKILL/SCORE button. . .the number of hunters you have left from your original five will appear in the left hand side of the screen under the "Hunters" label; the number of creatures you have captured appears in the right hand side of the screen under the "Score" label. **REMEMBER:** you're awarded one point for each creature you capture and you always begin the game with a supply of five hunters.

9. **HOW THE GAME ENDS:** Continue to play, moving your hunter, stalking your prey, and capturing the alien creatures for points. When you lose all five of your hunters, the game is over. . .the screen is cleared of all squares and your score which is the number of creatures you captured automatically appears in the upper right hand corner of the screen.

## HOW TO WIN THE GAME:

Remember, you're trying to get the highest score (the number of creatures you've captured). When playing by yourself, keep track of your score each time you play and try to better that point value with each game. Or play against an opponent, each of you playing a full game and each of you trying for the highest score.

## HOW TO START A NEW GAME:

To start a new game, just press the "star" on the console and reselect your SKILL LEVEL option. . .then press the "star" again to begin the game action.

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## 90 DAY LIMITED WARRANTY ON MICROVISION GAME CARTRIDGE

Electronic game cartridge is warranted by Milton Bradley Company to the original purchaser for a period of 90 days from the original purchase date under normal use and service against defective workmanship and materials.

This warranty is void if electronic game cartridge has been damaged by accident or unreasonable use, neglect, misuse, abuse, improper service or other causes not arising out of defects in workmanship or materials.

Milton Bradley shall not be liable for loss of use of electronic game cartridge or other incidental or consequential costs, expenses or damages incurred by the purchaser. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you.

During the warranty period, if found to be defective due to workmanship or materials, electronic game cartridge will either be repaired or replaced with a reconditioned product of an equivalent quality (at Milton Bradley's option) without charge to the purchaser when returned with proof of purchase date, shipping prepaid to the address listed below. In the event that the electronic game cartridge is replaced, the warranty on the replacement will be continued for 90 days. When sending back game cartridge, be sure to also return the console.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

### Post Warranty Repair Policy

After the 90 day warranty period has expired, Milton Bradley shall, for a period of one year from the date of purchase, either repair your product or replace it with a reconditioned electronic game cartridge on the condition that you return your product, shipping prepaid, to the address listed below along with proof of purchase date and your check or money order in the amount of $7.50 per cartridge. Milton Bradley shall not be obligated to perform this service if electronic game cartridge has been abused, misused, improperly serviced or damaged due to accident. When sending back game cartridge, be sure to also return the console.

### General Instructions

IMPORTANT – Before returning electronic game cartridge for repair, we recommend that you test your console with fresh, strong batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.

## MAILING INSTRUCTIONS PLEASE READ CAREFULLY AND RETAIN THIS IMPORTANT INFORMATION FOR FUTURE REFERENCE

**REMOVE THE BATTERIES FROM THE CONSOLE – DO NOT RETURN THEM**

**If your electronic game cartridge does not work, return it and any other game cartridges that do not work. Be sure to also return the electronic console with the cartridge or cartridges.**

If the original packaging is available, repack console and game cartridge or cartridges in their packing and box. If not available, wrap carefully, making sure to surround the products with adequate padding. If the 90 day warranty period has expired and your purchase date is still within our one year time limit, send in $7.50 per cartridge and proof of purchase. Please include a brief description of the problem, your return address and mail postage prepaid and insured to the following address. Do not send the batteries with the console and the game cartridge or cartridges.

**Milton Bradley Company**
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**Building 104-A, Lincoln Street/Federal Square**
**Springfield, MA 01105**